

Owner's Manual

Cat. No. 17-1112

CT-503 Handheld Flip-Style Cellular Telephone with Headset Jack

Please read before using this equipment.



RadioShack®

FEATURES

Your RadioShack CT-503 Handheld Flip-Style Cellular Telephone with Headset Jack is a state-of-the-art personal cellular telephone. It has all of these features:

Easy-to-Read Ten-Character Display — bright orange and green LED characters let you see essential call information in almost any lighting condition.

Nine Different Ringer Styles — lets you set the phone's ringer to help you distinguish your phone's ring from that of another phone.

Ample Talk and Standby Time — the supplied battery (fully charged) provides about 3 hours of talk time or 40 hours of standby time.

Headset Jack — lets you connect an optional headset or earpiece for easy, handsfree operation.

Two Phone Number Capability — lets you use this one phone with two different cellular services, with a different phone number from each.

Battery and Cellular Signal Strength Meters — easy-to-read graduated bar graphs let you quickly check the battery power remaining or the current cellular signal strength.

Call Timers — let you keep track of the individual and cumulative call times (air-time), and includes a timer that you can reset as you wish (so you can track monthly airtime, for example).

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Memory Dialing — lets you store up to 40 phone numbers (of up to 32 digits each) in memory and dial any of them by pressing one, two, or three buttons.

Memory Scrolling — lets you rapidly search the memory locations for a number you stored.

Last Number Redial — lets you quickly redial the last number you called.

Scratchpad Memory — lets you temporarily store a number (even during a call), then easily dial it.

Security Features — to prevent unauthorized phone use, you can lock the phone (so it cannot be used at all) or set it so calls can be placed only to numbers stored in memory locations 01–10.

Special Messaging Service Features — the phone is preprogrammed to work with special (subscription-only) messaging services offered by many cellular carriers, including calling line ID and voice mail notification.

Automatic Answer — lets you set the phone to answer automatically after two rings (if you are using optional handsfree equipment, for example).

Handsfree Feature — the phone is preprogrammed to work with most optional handsfree equipment.

We recommend you record your phone's Electronic Serial Number (ESN) here. The number is on the back of the handset under the battery.

Serial Number _____

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A LOOK AT YOUR PHONE



1. **Retractable Antenna**
Extend during a call for optimum performance.
2. **Earpiece**
3. **Alphanumeric Display (Ten-Character LED)**
Displays the status indicators, phone number, memory location number, and message.
4. **Alphanumeric Keypad**
Enters call information or programs functions.

5. Function Keys

- RCL** — Recalls a function or numbers stored in memory.
- CLR** — Removes characters or clears functions.
- END** — Ends a call or exits the functions menu.
- SND** — Places or answers calls.
- VOL** — Increases or decreases the ringer, earpiece, or headset volume levels.
- FCN** — Selects functions.
- STO** — Stores to memory or turns on functions.
- PWR** — Turns the phone on and off.

6. Headset Jack (side of phone)

7. Flip Cover

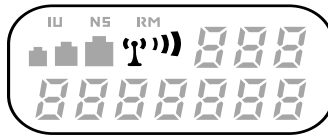
READING THE DISPLAY/INDICATORS

Your phone's display provides a full range of messages and special indicators to assist you with the phone's operation. Since many of these messages contain more characters than your phone can display at one time, the phone displays most messages across more than one display. For example, the phone displays **EMr9CY CALL** then (within about 1 second) **On** to indicate that the Emergency Call feature is turned on.

Note: When referring to a displayed message, this manual includes the entire message all together (such as **EMr9CY CALL On**).

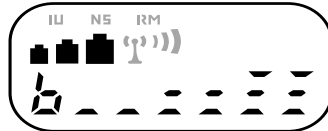
A few of your phone's many indicators are briefly described on the following pages. For a complete listing of display messages and indicators, see "Display Message Glossary" on Page 61.

Signal Strength Indicator



Indicates the relative strength of the signal being received by your phone. See *"Signal Strength/Service Area"* on Page 15.

Battery Charge Indicators



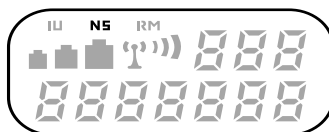
Represent the current voltage level of the battery. See *"Checking Battery Power"* on Page 12.

IU (In-Use) Indicator



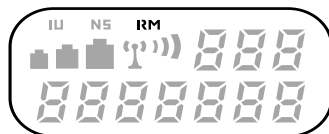
Flashes when a call is in progress.

NS (No Service) Indicator



Flashes if the phone is beyond the range of the cellular service area, meaning calls cannot be made or received. See *"Signal Strength/Service Area" on Page 15.*

RM (Roam) Indicator



Flashes if the phone is accessing a service area outside of your home system (roaming). See *"Roaming" on Page 49.*

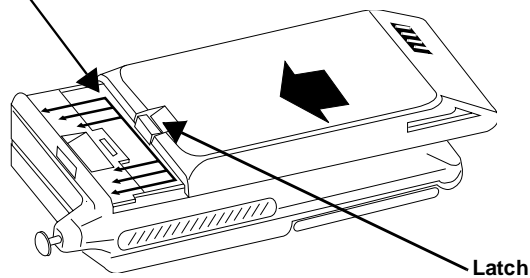
USING THE BATTERY

Warning: A detached battery could cause property damage, injury, or burns if a metal object (such as a pen spring, beaded chain, or piece of jewelry) contacts the battery's terminals and causes a short circuit. Be careful when placing a charged battery inside a coat pocket, purse, or other container that might contain metal objects.

Caution: Batteries must be recycled or disposed of properly. (You can put them in the battery recycling box at your local RadioShack store.) They must not be disposed of in municipal waste.

INSTALLING THE BATTERY

Align Here



1. Place the battery flat against the back of the phone and align the top of the battery below the raised arrows.
2. Slide the battery toward the top of the phone until it snaps into place.

To remove the battery, be sure the phone is turned off, then press the latch at the top of the battery and slide the battery toward the bottom of the phone until it stops. Then lift the battery off the phone.

Note: If you have an extra charged battery and the currently installed battery becomes low during a call, you can change the battery without ending the call or losing the connection. See "Replacing a Battery During a Call" on Page 13.

CHARGING THE BATTERY

The nickel metal hydride battery supplied with your telephone is shipped in a discharged state to extend the battery's life. It must be fully charged before you can use your phone.

We recommend that you charge a new battery overnight, but no longer than 24 hours, using the AC charger supplied with your phone. Recharging time varies based on the type of battery and the amount of charge left in the battery. See "Recommended Recharging Times" on Page 12.

Follow these steps to charge the supplied (or any approved) battery using the charger supplied with your phone.

1. Install the battery on the phone.
2. Remove the charging jack cover on the bottom of the phone and insert the charger's flat plug into the charging jack.

Note: The plug fits into the jack only one way. If you have difficulty inserting the plug, turn it over and try again. Do not force it!

3. Plug the charger's power cord into a standard AC outlet. The battery charge indicator appears.


Notes:

- You can use the phone while it is charging, but charging takes longer.
 - For fastest charging, be sure the phone is turned off if you are not expecting a call.
4. When the battery is fully charged, disconnect the charger from the AC outlet. Then press in the clips on the sides of the plug and pull it away from the phone to disconnect the charger. Replace the charging jack cover.

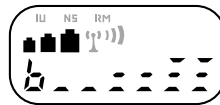
Recommended Recharging Times

Battery Type	Approximate Charging Time (Hours)
NiCd Slim	2½
NiCd Slim Extra Capacity	3¼
NiMH High Capacity (supplied)	5¼
NiCd Extra Capacity	5½

CHECKING BATTERY POWER

The phone displays a graduated set of up to three battery level indicators () when it is turned on. The more indicators that appear, the higher the battery's current charge level.

To see a more detailed indication of the battery's charge level at any time, press **(FCN)** **(GHI 4)**. The battery strength meter appears on the display for about 5 seconds. Read this meter in the same way.



When battery power becomes low, the phone displays **Lo bAt** and sounds a warning tone every few seconds. When power becomes too low for the phone to operate, it automatically turns off. Recharge the battery as soon as possible.

Note: Rechargeable batteries last longer and perform better if occasionally allowed to fully discharge. You can do this by leaving the phone on until the phone automatically turns off or you can use the battery discharge feature of any approved accessory available for your phone. Do not try to discharge the battery by any other means.

REPLACING A BATTERY DURING A CALL

If you have an extra charged battery and the currently installed battery becomes low during a call, follow these steps to change the battery without ending the call or losing the connection.

1. Tell the other party on the line what you plan to do (tell them, for example, that they will hear some noise as you remove the battery and you will call back if for any reason you lose the connection).

2. Remove the battery, and within 3 seconds, install the fresh battery. Your call is still on the line.

Note: If you do not complete Step 2 within 3 seconds, the call disconnects.

IMPORTANT BATTERY TIPS

- Use only the supplied charger and use only batteries designed for this phone.
- You can purchase additional standard or extended capacity batteries through your local RadioShack store.
- When you are not using the charger, disconnect it from power. Do not leave the battery connected to the charger and AC power for more than 24 hours, since overcharging could shorten the battery's life.
- When the battery is not in use, store it uncharged in a cool and dark place.
- The battery is a sealed unit with no serviceable parts. Do not try to open the case.
- For the best results, be sure the battery is at or near room temperature when you charge it.
- A battery can be charged and discharged hundreds of times, but it eventually wears out. When the operating time (talk time and standby time) is noticeably shorter than normal, get a new battery and recycle or properly dispose of the old one.
- Do not dispose of batteries in a fire.
- Never use any charger or battery that is damaged or worn out.

BASIC OPERATION

TURNING THE PHONE ON/OFF

To turn on the phone, flip open the cover then press **(PWR)**. The phone performs a short self test and sounds a tone, the keypad backlight turns on for about 17 seconds, and **on** appears. The phone is ready to use when **NS** (no service) disappears (see "Signal Strength/Service Area").

Notes:

- The keypad backlight turns on for about 15 seconds every time you press a key, then it turns off and all but the green signal strength indicator disappear from the display to conserve battery power. When the phone is locked (see "Locking Your Phone" on Page 36), however, the phone's display goes completely blank about 15 seconds after you press the last key.
- During battery charging, the keypad backlight does not turn off and the display does not change or go blank when the phone is turned on and unlocked.

To turn off the phone, press **(PWR)** again. The display goes blank.

SIGNAL STRENGTH/SERVICE AREA

The phone always displays a green signal strength meter when it is turned on to indicate the strength of the cellular signal currently being received. The more bars that appear on the meter, the stronger the signal.



Notes:

- If few or no bars appear (meaning the signal strength is weak) and you want to make or receive a call, move the phone to a different location so the signal strength increases.
- When all other display characters disappear to conserve battery power, the signal strength meter flashes and scrolls its bars.

If **NS** (no service) appears on the upper left side of the display, the phone is outside the cellular service area and you cannot make or receive calls until you reach an area with service your phone can use.

MAKING A CALL

1. Extend the antenna, flip open the cover, and be sure the phone is on (**on** and other indicators appear).
2. Press the number keys to enter the phone number you want to dial (including the area code, if necessary). The numbers appear on the display as you press them.

Notes:

- If you make a mistake, repeatedly press **(CLR)** to delete one digit at a time, or hold down **(CLR)** to delete all digits.
- The phone can display up to 10 characters at once. If you enter (or display a message containing) more than 10 characters, the characters automatically scroll off the left side of the display. Press **(RCL)** at any time to recall the overflow characters. See "Any Number Longer Than 10 Digits" on Page 23.

3. Press **SND** to call the phone number. **IU** (in use) flashes and **dIALing** then the number called appear briefly, then **on** reappears.
4. To end the call, press **END**.

Note: Closing the cover does *not* end or disconnect the call.

System Busy Message

In addition to the normal busy signal you hear when a number you call is busy, your phone sounds tones and displays these messages to indicate that it cannot complete a call.

Tone	You See	Description
Fast Busy	Snd to rEdial	The cellular system is busy.
High/low	Snd to rEdial	The cellular system could not complete the call.

When either of these conditions occur, you can press **SND** again to redial the number immediately (see "Using Automatic Redial" on Page 22), or press **END** then dial the number again.

ANSWERING A CALL

When the phone receives an incoming call, it rings and **CALL** flashes on the display. To answer the call, press **SND**. To end the call, press **END**.

Notes:

- Your phone can receive calls even if the antenna is not extended. For optimum performance or if the signal strength becomes weak, however, extend the antenna.
- If you subscribe to calling line ID service through your cellular carrier, you can view the calling party's phone number on the phone's display. See "Viewing/Recalling Messages" on Page 41.
- If your phone receives a call but the signal strength is too weak to support it, **CALL** appears and the phone sounds a series of beeps. The caller hears the standard "customer not available" message. If this happens, press **CLR** to clear **CALL** from the display.

Missed Call Message

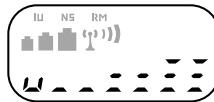
If your phone is on and receives a call, but you do not answer it, **CALL** appears on the display for about 15 seconds after the calling party hangs up. The next time you press any key (except **CLR**, **END**, or **PWR**), **CALL** reappears for about 15 seconds to notify you that you missed a call.

To clear **CALL** from the display, press **CLR** or **END**.

ADJUSTING THE VOLUME

Adjusting the Earpiece Volume

To increase or decrease the earpiece volume during a call, hold down **(VOL)**. As you hold down the key, the volume increases or decreases (depending on the last adjustment you made) and the phone displays the volume meter for about 8 seconds. The more bars that appear on the meter, the higher the volume.



To adjust the volume in the other direction (if the volume is getting louder, for example, and you want it to be softer) release **(VOL)** then hold it down again within 8 seconds.

Adjusting the Ringer Volume

To increase or decrease the ringer volume at any time, press **(FCN)** then hold down **(VOL)** until you hear the desired ring volume. As you hold down the key, the phone sounds a gradually louder or softer ring tone (depending on the last adjustment you made) and displays the volume meter for about 8 seconds. The more bars that appear on the meter, the louder the ringer sounds.

To adjust the volume in the other direction (if the ring tone is getting louder, for example, and you want it to be softer) release **(VOL)** then hold it down again within 8 seconds.



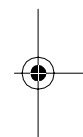
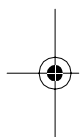
Using Mute

To turn off the phone's microphone during a call so the other party on the phone cannot hear you (so you can talk privately with someone else in the room, for example), press **(FCN)** **(MNC6)**. **MUTE** appears.

To turn the microphone on again, press **(FCN)** **(MNC6)** again so **MUTE** disappears.

Hint: To help you remember which key to use, note that "M" (for mute) appears on the **(MNC6)** key.

Note: Pressing **(END)** to end a call also turns the microphone back on.



MAKING EMERGENCY CALLS

Your phone is preprogrammed to let you dial your local emergency number (such as 911) at the press of a single button, even if the phone is locked (see "Locking Your Phone" on Page 36). Before you can use this feature, however, you must first program the emergency number you want to use in memory location 01 of your phone. See "Storing Speed Dial Numbers" on Page 31.

*To place an emergency call once you have stored the emergency number, simply hold down **(1)** for about 1 second. The phone displays **EMr9CY** and dials the emergency number.*



Important Notes:

- If you disabled the emergency display (see “Disabling the Emergency Display” on Page 29), the phone does not display **EMERGENCY** when you make emergency calls using the **1** key.
- When you make an emergency call, give your name and cellular phone number, as well as the location of the incident. Remember that your phone might be the only means of communication at the accident scene. Do not end the call until you are advised you may do so.

REDIALING NUMBERS

Redialing the Last Number Called

Your phone always stores the last phone number you called. To recall and redial this number, follow these steps.

1. Press **RCL** **OPER 0** **OPER 0**. Memory location number **00** and the most recent number called flashes on the display.
2. To redial this number while it appears on the display, press **SND**.

To exit without redialing the number, hold down **CLR** to clear the display.

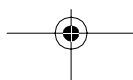
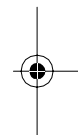
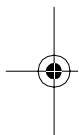


Using Automatic Redial

To automatically redial a number when you get the cellular system busy signal (when **Snd to rEdiAL** appears), press **SND** so **rEdiAL** appears. The phone automatically redials the number at regular intervals for up to 4 minutes or until the call goes through.

If the call goes through, the phone rings once to alert you. Simply begin your conversation as usual when the other party answers.

If the call cannot be completed within 4 minutes (and **Snd to rEdiAL** appears again), you can press **SND** again to repeat the redial cycle or **END** to end the call.



DISPLAYING NUMBERS

Your Phone Number

To display your phone number at any time (even while a call is in progress), simply press **RCL** **#**.

Note: If you have two phone numbers programmed into your phone (see "Selecting the Active Phone Number" on Page 45), pressing **RCL** **#** displays only the currently active phone number.

Any Number Longer Than 10 Digits

Your phone can dial and store numbers of up to 32 digits; however, the phone can display only 10 digits at once (usually the last 10 digits of the number). To review the overflow characters, press **RCL** once. The phone displays the overflow digits (up to 10 digits at a time), then the last 10 digits reappear.

MENU FUNCTIONS

OVERVIEW

Turning a Function On/Off

Follow these steps to access the functions menu and turn any of the phone's functions on or off.

Notes:

- All functions on your phone (except for the message reminder tone and emergency call) are preset to off (disabled).
- To exit without changing the setting during Steps 1 and 2, or before you press a key in Step 3, press **END**.

1. Press **(FCN)** **(1)** to access the functions menu. The first function's name and status appear (such as **OnEMIn tMr OFF** for "one-minute timer is off").



2. To select a different function, repeatedly press **(# >)** to scroll forward or **(< *)** to scroll backward through the menu until that function and its current status appear.
3. Within 2 minutes, press **(STO)** to turn the selected function on or **(CLR)** to turn the function off.

Note: A few seconds after you display the function name and status (Step 1 or 2), the phone alternately displays **StO-On** then **CLr-OFF** as a prompt to remind you about what key to press.

4. To turn another function on/off, repeat Steps 2 and 3.

The phone automatically exits the functions menu about 2 minutes after you last press a key. To exit sooner, press **END**.

Function Status Quick-Review

Follow these steps to perform a quick-review of all functions currently enabled on your phone.

Notes:

- When you do a quick-review, your phone shows only those functions for which the default setting has been changed. Since the message reminder tone and emergency dialing functions have a default setting of “on” (enabled), they appear in a quick-review only if they have been disabled.
- If your phone is set to use the home cellular system type (see “Setting the Cellular System Type” on Page 46, **HOME** appears as one of the settings during a quick-review.

1. Press **FCN** **OPER 0** **WXYZ 9** **RCL**. The abbreviation for the first enabled function (such as **OnEMIn tMr On** for “one-minute timer is on”) appears on the display.

Notes: See “Display Message Glossary” on Page 61 for a complete list of function abbreviations.

2. Repeatedly press **◀ ✖** or **✚ ▶** to scroll forward or backward through all other enabled functions (if any).
3. The phone automatically exits the quick-review about 8 seconds after you last press a key. To exit sooner, press **END**.

Functions List

Display Shows	Function Description	See Page
OnEMIn tMr On or OFF	Phone beeps once every minute during a call to remind you how long you have been on the phone	27
ringer StYLE and a number from 1–9	Sets the phone to use one of nine different ringer styles	27
Auto AnSr On or OFF	Sets the phone to automatically answer after two rings	28
Auto Lock On or OFF	Sets the phone to automatically lock when you turn power off	37
EMrGCY CALL On or OFF	Disables/enables the emergency dialing function	29
rEMInd MSg On or OF	Sets the phone to alert you of messages received (with optional messaging services)	30
SELEct LAn- guAG On or OFF	(Function not available on this phone)	N/A
Pin inActiv or Activ	Sets the phone to automatically send a cellular PIN with the second press of the SND button	50

USING THE MENU FUNCTIONS

Using the Call-Time Reminder Tone

The call-time reminder function lets you set the phone to sound a subtle tone about 50 seconds after you place or answer a call, then once every minute after that, to remind you of how long you have been on the phone. Follow these steps to enable or disable the call-time reminder tone.

1. Press **(FCN)** **(1)**.
2. Press **(#)** **(▶)**. **OnEMIn tMr On** or **OFF** appears.
3. Press **(STO)** so **On** appears (to enable) or **(CLR)** so **OFF** appears (to disable).
4. Press **(END)** to exit the function menu.

Changing the Ringer Style

Your phone has 9 different ringer styles for you to choose from (to help you distinguish your phone's ring from that of another phone, for example). Follow these steps to change the ringer style.

1. Press **(FCN)** **(1)**.
2. Repeatedly press **(◀ ✕)** or **(# ▶)** until the phone displays **ringEr StYLE** and a number from **1–9** (the last selected ringer style).
3. Press **(STO)**. The phone sounds the currently selected ringer style, then it displays **SELEct 1–9**.
4. Press the number keys **(1–9)** on the phone's keypad to hear the various ringer styles (or repeatedly press **(◀ ✕)** or **(# ▶)** to scroll backward or forward and hear each of them).

5. When you hear the ringer style you want to use, press **(STO)** to select it. The phone displays **ringEr n SET** (where **n** is the number of the ringer style you selected).
6. Press **END** to exit the function menu.

Using Automatic Answer

The automatic answer function lets you set the phone to automatically answer incoming calls without you having to press a key. When automatic answer is enabled and the phone receives a call, it rings twice then automatically answers the call. Begin your conversation as usual.

Follow these steps to turn the automatic answer function on or off.

1. Press **(FCN)** **(1)**.
2. Repeatedly press **(*)** or **(#)** until **Auto AnSr OFF** or **On** appears.
3. Press **(STO)** so **On** appears (to enable) or **(CLR)** so **OFF** appears (to disable).
4. Press **END** to exit the function menu.

Note: If automatic answer is enabled and you set the phone to use a ringer style such as number 6 (see "Changing the Ringer Style" on Page 27), which sounds four chirps per ring, remember that the phone answers only after two *rings* (two sets of four chirps, in this case).

Disabling the Emergency Display

Your phone is preset to display **EMr9CY** when you hold down **1** to make an emergency call; however, you can set the phone so **EMr9CY** does not appear (if you did not store an emergency number in memory 01, for example).

Follow these steps to disable (or enable) the emergency display.

1. Press **FCN** **1**.
2. Repeatedly press **⬅ * ➡** or **# ➡** until **EMr9CY CALL On** or **OFF** appears.
3. Press **CLR** so **OFF** appears (to disable) or **STO** so **On** appears (to enable).
4. Press **END** to exit the function menu.

Using Message Reminder Tones

If your cellular carrier offers a special messaging service, and you subscribe to that service, your phone is preset to beep every 2 minutes until you read all new messages.

Notes:

- If you do not subscribe to a messaging service, the reminder tone function has no effect on your phone.
- To view the message data sent to your phone by your cellular carrier, see "Viewing/Recalling Messages" on Page 41.

Follow these steps to disable or enable the message reminder tones.

1. Press **(FCN)** **(1)**.
2. Repeatedly press **(←*)** or **(#→)** until **rEMInd MSG On** or **OFF** appears.
3. Press **(CLR)** so **OFF** appears (to disable) or **(STO)** so **On** appears (to enable).
4. Press **(END)** to exit the function menu.

USING MEMORY

Your phone has 40 speed-dial memory locations that can each hold a phone number of up to 32 digits.

STORING SPEED DIAL NUMBERS

Note: If you are unable to complete Steps 2 and 3 within 2 minutes, the phone exits the procedure and its display goes blank to conserve battery power. Press **END** **(STO)**, then start over at Step 2.

1. Clear the display (if necessary), enter the phone number you want to store, then press **(STO)**. The phone displays **LocAtn** (location) _ _.
2. Within 2 minutes, enter the two-digit memory location number (01–40) where you want to store the phone number. The display confirms the memory location you have chosen.

Notes:

- Remember that your phone uses memory location 01 for one-touch emergency dialing. Store only your local emergency number (such as 911) in that location.
 - If you enter an invalid number (such as 41), the phone displays **invALid LocAtn**, then **LocAtn** _ _ reappears. Try again.
3. If you previously stored information in the selected memory location, or if the phone's memory is full, the selected location number and **FULL** appear briefly, then the phone displays the currently stored number followed by **ChAnGE?**.

*To select a different memory location, press **END** **(STO)**, enter the new memory location number, then press **(STO)**.*

*To use the selected memory location and replace the information currently stored there, press **(STO)**.*

ONE-TOUCH DIALING

To quickly place a call to any number stored in memory locations 2 or 3 (without pressing **SND**), simply hold down that number key for about 1 second.

SPEED RECALL/DIALING

If you know the memory number you want to use, simply enter that number (such as 07), then press **SND** to quickly place the call.

If you know the memory number you want to use, but you want to review the stored information (just to be sure!) before you place the call, press **(RCL)** then enter the memory location number. The location number and phone number flash on the display. To place the call, press **SND**.

MEMORY SCROLLING/DIALING

1. Press **RCL**.
2. Press **OPER 0** **1** to start scrolling from the first memory location, or enter a specific memory number (such as 11) that you want to start from. The location number followed by ' (to indicate scrolling is active) and the stored phone number flash on the display.
Note: If the memory location you selected is unused, the location number (**03 ' ,** for example) appears steadily.
3. Repeatedly press **#** **▶** or **◀** ***** to scroll forward or backward through the numbers.
4. When you see the number you want to use, press **SND** to place the call.

For convenience (so you can see if you have a caller's phone number, for example), your phone lets you scroll through memory while a call is in progress. Simply follow these steps, but press **END** instead of **SND** when you finish.

CHANGING A NUMBER IN MEMORY

1. Recall the number that you want to change.
2. Repeatedly press **(CLR)** to backspace and erase digits, then enter the correct numbers; or simply add digits to the existing number. Then press **(STO)** and enter the two-digit location number.
3. The selected location number and **FULL** appear briefly, then the phone displays the currently stored number followed by **ChAnGE?**.

Press **(STO)** again within 2 minutes to store the edited number. The memory location number appears on the display to confirm the entry.

To exit without changing the number, press **END**.

CLEARING A MEMORY

1. Press **(CLR)** **(STO)**, then enter the two-digit memory location number you want to clear.
2. The selected location number and **FULL** appear briefly, then the phone displays the currently stored number followed by **ChAnGE?**.

To clear the selected memory, press **(STO)**. The selected memory location number appears on the display to confirm the entry.

To exit without clearing the selected memory, press **END**.

USING SCRATCHPAD MEMORY

Your phone's scratchpad memory lets you temporarily store a telephone number on the display during a call. This is handy, for example, when someone gives you a number during a call and you don't have a place to write it down.

To store a number in the scratchpad memory during a call, simply press the keys to enter that number. After you press **END** to end the call, you can press **SND** to immediately dial the scratchpad memory number.

Note: Be sure to tell the other party on the call that they will hear tones as you press the keys to enter the number.

MEMORY DIALING TIPS

Frequently Dialed Area Codes/Prefixes

To reduce the number of keystrokes you use to dial frequently called area codes and/or prefixes, store that area code and/or prefix (including the 1, if necessary) in memory. To dial a number using that memory, simply recall that memory, enter the remaining digits of the telephone number you are calling, then press **SND** to place the call.

Banking or Other Phone Services

For convenience, you can store in your phone's memory the touch-tone command sequences you use when calling your bank or other phone services. See "Using Touch-Tone Services" on Page 52.



SECURITY FEATURES



LOCKING YOUR PHONE

To prevent unauthorized use of your phone, you can enter a three-digit code to lock your phone at any time (see "Using Manual Lock"). For added convenience, you can also set the phone to automatically lock every time you turn it off (see "Using Automatic Lock" on Page 37).

When the phone is locked, **Loc 'd** appears when you press any key (except **(PWR)**). When the phone is locked and receives a call, it rings as usual. To answer the call, you must enter the lock code and then press **(END)**.

Your phone's preset lock code is 123. For added security, you can change the code to one that you can easily remember. See "Changing the Lock Code" on Page 37.

Note: If you lock your phone then forget the *lock* code, you can enter a six-digit *security* code to display the lock code. See "Displaying the Lock Code" on Page 38.

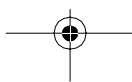
Using Manual Lock

Follow these steps to lock your phone at any time.

1. Press **(FCN)**, then hold down **(JKL 5)**. The phone displays **Loc ?**.
2. Press **(STO)** within 8 seconds. **Loc 'd** appears on the display.

To exit without locking the phone, press **(END)**.

Note: If you do not press **(STO)** within 8 seconds, your phone automatically exits the lock program without locking the phone.



The phone remains locked until you unlock it. To unlock your phone, simply enter the three-digit lock code. If you make a mistake, press **(CLR)** then try again.

Using Automatic Lock

The automatic lock feature lets you set your phone to automatically lock each time you turn it on. When automatic lock is enabled, **Loc 'd** appears after the self test when you turn on the phone. You can unlock the phone as usual at anytime.

Follow these steps to enable or disable automatic lock.

1. Press **(FCN)** **(1)**.
2. Repeatedly press **(*)** or **(#)** until the phone displays **Auto Lock On** or **OFF**.
3. Press **(STO)** so **On** appears (to enable) or **(CLR)** so **OFF** appears (to disable).
4. To exit the function menu, press **(END)**.

Changing the Lock Code

For added security, you can change the lock code, but you must enter a preset 6-digit security code first. **Your phone's preset security code is 000000** (you cannot change this code).

Follow these steps to change your phone's lock code.

Note: The phone's display does not change (no characters appear when you press the keys) until you press **(STO)** in Step 4.

1. Press **(FCN)** **(OPER 0)**.

2. Enter the six-digit security code.
3. Enter the new three-digit lock code you want to use.
4. Press **(STO)**. The phone displays **ChAnGEd to** and the new lock code.
5. When you finish, hold down **(CLR)** for about 1 second to clear the lock code from the display.

Displaying the Lock Code

If you change your lock code then forget it, you can use your phone's preset security code (**000000**) to display the current lock code.

Follow these steps to display the current lock code.

Note: The phone's display does not change (no characters appear when you press the keys) until you press **(RCL)** in Step 3.

1. Press **(FCN)** **(OPER 0)**.
2. Enter the six-digit security code.
3. Press **(RCL)**. The phone displays **LocCode** and the currently set three-digit lock code.
4. When you finish, hold down **(CLR)** for about 1 second to clear the lock code from the display.

USING THE SERVICE RESTRICTION

Your phone is preset to let you (or anyone else) dial any type of number (local or long distance) and freely access any information stored in its memory. To prevent unauthorized use of your phone, however, you can enter your phone's preset security code (**000000**) and set this service restriction.

Service Level	Description
1	Calls can be placed only to numbers stored in memory locations 01–10 by pressing (RCL) , the memory number, then (SND) . Otherwise, the keypad is locked. The memory cannot be changed.
4	No restrictions (default setting).

Note: Your phone is preset to service level 4.

Follow these steps to change the service restriction level on your phone.

1. Press **(FCN)** **(OPER 0)**.
2. Enter the six-digit security code.
3. Enter the service level (1 or 4) you want to use.
4. Press **(STO)**. The phone displays **SERVICE LEVEL n**, where **n** is the service level number you entered (such as **SERVICE LEVEL 4**).



SPECIAL FEATURES



USING THE MESSAGING FUNCTIONS

Some cellular systems provide services that can send calling line ID and voice mail notification to your phone. Your phone is preprogrammed to work with these services.

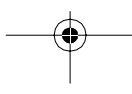
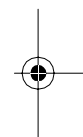
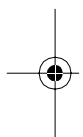
Note: In order to use these functions on your phone, your cellular carrier must provide, and you must subscribe to, these services. Otherwise, selecting or setting them will have no effect. For more information about these services, call your cellular carrier.

Overview/Receiving Messages

When your phone is turned on and receives calling line ID or voice mail notification data from your cellular carrier, it alternately displays:

You See	Meaning
xx nEW	Number (xx) of new messages received
YY totAL	Total number (YY) of messages currently stored in the message stack

Your phone stores each message in a special memory area called the "message stack." The message stack can hold up to 20 messages at once, with messages stored in order from newest (memory position 1) to oldest (memory position 20).



Notes:

- If the message stack is full (20 messages are currently stored) and the phone receives a new message, it automatically stores the new message and deletes the oldest message in the stack.
- Your phone does not receive messages while it is turned off. Contact your cellular carrier to find out how the carrier handles undeliverable/queued messages.

Viewing/Recalling Messages



Follow these steps to view or recall a message.

1. Press and release **(RCL)**, then hold it down for about 1 second. The phone displays the first (newest) message in the stack.


*If the message is a calling line ID message, the phone briefly displays **cId yy** (where yy is the message number) then the number of the party that called (up to 14 characters).*



If the message is voice mail notification, the phone displays the message data (such as a message number and/or number of total/new messages waiting) sent by your cellular carrier. The type and format of the message waiting information sent varies by carrier — contact your cellular carrier for more information.

Note: If there are no messages in the stack, the phone displays **noMSGs** for about 8 seconds then exits the message display. To exit sooner, press **(CLR)**.

2. To view another message, repeatedly press  (to scroll backwards) or  (to scroll forwards) until that message appears.
3. When you finish, press **END** to exit the message function.

Deleting Messages

To delete an individual message, recall that message, then hold down  until the phone displays **dELETED**.

To delete all messages in the stack, while viewing any message, hold down  until the phone displays **dELETED** (briefly) then **ErASE ALL**. Then press  again to confirm the deletion.

When you finish, press **END** to exit the message function.

USING THE CALL TIMERS

Your phone has three call timers that let you check the length of your calls ("air time"):

- *Individual call timer* — times each call you make or answer in minutes and seconds, and automatically resets each time you make or answer a call or turn off the phone. See "Displaying the Individual Call Timer" on Page 43.
- *Resettable call timer* — times all the calls you make or answer in minutes, and it can be reset at any time. See "Using the Resettable Call Timer" on Page 44.

- *Cumulative call timer* — times the calls you make or answer in minutes, and it cannot be reset. See “Displaying the Cumulative Call Timer” on Page 44.

Notes:

- Each call timer begins counting when you hear the first ring (during an outgoing call) or when your phone rings to signal an incoming call.
- If your phone receives a call but you do not answer it, each timer resets to the time it had before it received that incoming call.

Displaying the Individual Call Timer

The individual call timer tracks each call you make in minutes and seconds, and automatically resets each time you make or answer a call or when you turn off the phone.

To display the individual call timer for the last call, press **RCL** **# ▸** **# ▸**. The air time of your last call (such as **00 45** to show 45 seconds) appears for about 15 seconds. Press any key to clear the display sooner.

If you press **RCL** **# ▸** **# ▸** during a call, the air time of the call flashes on the display until you clear the display or end the call.

Using the Resettable Call Timer

The resettable call timer tracks the calls you make or answer in minutes, and it can be reset at any time. You can reset this timer to coincide with your cellular billing statement date, for example, then track your monthly air time.

To display the resettable call timer, press **RCL** **#** **#** **#** **#**. **rESEtbL** (resettable) and the number of air time minutes accumulated since you last reset the timer appear.

To reset the timer while it is displayed, press **FCN** **OPER 0** **PRS 7** **CLR**.

To clear the timer from the display, press any key other than **#**.

Displaying the Cumulative Call Timer

The cumulative call timer tracks all the calls you make or answer in minutes. It cannot be reset.

To display the cumulative call timer, press **RCL**, **#** **#** **#** **#** **#** **#**. **CUMUL** and the number of air time minutes accumulated since the first call was made or answered on your phone appears. Press any key to clear the timer from the display.

SELECTING THE ACTIVE PHONE NUMBER

If you subscribe to two cellular services (for example, competitive cellular systems in your area or cellular systems in different cities), your dealer programs your phone with two different phone numbers.

If you have two phone numbers programmed into your phone, the phone displays one of the following messages each time you turn it on, to indicate which cellular system type and phone number are currently active.

Phone Number	Cellular System Type	Display Shows
1	Non-wireline (type A)	A1
2	Non-wireline (type A)	A2
1	Wireline (type B)	b1
2	Wireline (type B)	b2

Note: To set the cellular system type, see "Selecting the Cellular System Type" on Page 48.

To deactivate the phone number currently selected and activate the other phone number, press **RCL** **#** **►** **STO**. The display briefly blanks, then the currently active number appears to confirm your selection. To clear the display when you finish, press **CLR**.



Notes:

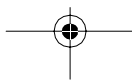
- Calls can be made on your phone from only one phone number at a time, and you cannot activate the other phone number while a call is in progress.
- To receive calls on both numbers at the same time (if you subscribe to no-answer transfer or call forwarding service through your cellular carrier), you can set both numbers to forward to the other number if not answered. Otherwise, a caller who calls the inactive number receives the standard “not in service” message.

SETTING THE CELLULAR SYSTEM TYPE

Each cellular market area has two cellular service providers. One of the providers is designated *Provider A* and the other *Provider B*. When your phone is activated for service, find out from your dealer whether your cellular provider is type A or B.

Notes:

- Usually, it is less expensive to use the same company for cellular service when you are in your home city and when you roam (see “Roaming” on Page 49). To do this, you need to know whether your cellular service provider is type A or B in your home city and in each city where you plan to travel.
- It is possible for a cellular service provider to be (or have agreements with) Provider A in some cities and Provider B in others.



Your phone's selectable system registration function lets you select one of seven possible roaming modes:

Roaming Mode Description	Display
<p><i>Standard Mode</i> — the phone first seeks a home type system, then it seeks a non-home type.</p> <p>If you are using a type A (non-wireline) home system</p> <p>If you are using a type B (wireline) home system</p>	<p>Std Ab</p> <p>Std bA</p>
<p><i>Invert Preference Mode</i> — the phone first seeks a non-home type system, then it seeks a home type. (Select this setting while on the fringe of your home area or in certain roaming situations.)</p> <p>If your home system is non-wireline (type A):</p> <ul style="list-style-type: none"> • RM flashes rapidly — call on system B • RM flashes slowly — call on home type system • IU flashes slowly — call on home system <p>If your home system is wireline (type B):</p> <ul style="list-style-type: none"> • RM flashes rapidly — call on system A • RM flashes slowly — call on home type system • IU flashes slowly — call on home system 	<p>SCAn bA</p> <p>SCAn Ab</p>
<i>Home Only Mode</i> — the phone will not operate outside your home system.	HOME
<i>Scan A Mode</i> — the phone will operate only within non-wireline (A) systems.	SCAn A
<i>Scan B Mode</i> — the phone will operate only within wireline (B) systems.	SCAn b
<i>SID Mode</i> — the phone automatically scans for one or more preferred systems to use <i>and</i> one or more systems <i>not</i> to use. System IDs must be preprogrammed by dealer; preferred system (SID) feature requires special service (contact your cellular carrier).	P SCAn

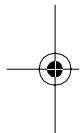


Displaying the Currently Selected System Type

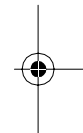
To display the system type currently selected on your phone, press **(RCL) (←*)**. The currently selected system type (such as **HOME**) appears for about 8 seconds. To clear the display sooner, press **END**.

Selecting the Cellular System Type

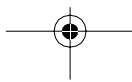
Note: If you are unable to complete Steps 2 and 3 within 8 seconds, the display clears without changing the system type. Start at Step 1 and try again.



1. Press **(RCL) (←*)**. The currently selected system type appears.
2. Repeatedly press **(←*)** or **(#) (→)** until you see the system type you want to use.
3. Press **(STO)** to store the displayed system type. **SEt** appears to confirm the change.



To exit without changing the system type, press **END**.



ROAMING

In some areas, the cellular system's computer automatically recognizes roaming telephones. In other areas, you must contact the service provider before it can recognize your phone. The operator needs to know your telephone number, your phone's ESN (Electronic Serial Number), and how you plan to pay for your calls. There is normally an additional charge for roaming calls.

Note: Your phone's ESN is under the phone's battery; however, the roaming cellular service provider can usually automatically determine your phone's ESN when you call.

When you roam, **RM** flashes slowly on the display when the phone is using a home-type cellular system. The indicator flashes rapidly when the phone is using a cellular system that is different from your home system.

USING CELLULAR SYSTEM PIN DIALING

Your cellular carrier might require that you use a personal identification number (PIN) when you make calls. This number assures the cellular system that the person placing the call is an authorized user.

Contact your cellular service provider to determine if a PIN is required and obtain the PIN (seven digits or less) to place calls through the cellular system you subscribe to. If a PIN is required, follow the steps in "Storing Speed Dial Numbers" on Page 31 to store your PIN in memory 07, then follow the steps in "Enabling/Disabling PIN Dialing" on Page 50 to enable PIN dialing on your phone.

Notes:

- Enable PIN dialing on your phone only if it is required by your cellular provider.
- You must store your PIN in memory 07, otherwise your phone cannot properly make calls through your cellular system.
- If you enter a service area which does not require PIN dialing, disable PIN dialing on your phone.

Enabling/Disabling PIN Dialing

1. Press **(FCN)** **(1)**.
2. Repeatedly press **(*)** or **(#)** until the phone displays **Pin inActiv** or **ActivE**.
3. Press **(STO)** so **ActivE** appears (to enable) or **(CLR)** so **inActiv** appears (to disable).
4. To exit the function menu, press **(END)**.

Making a Call Using Your PIN

1. With PIN dialing enabled, dial or speed dial the number you want to call, as usual, then press **(SND)**.
2. When you hear the tones (2 beeps), press **(SND)** again. The phone automatically sends your PIN code to finish dialing the call.

Note: If you did not store your PIN in memory 07, or you stored an incorrect PIN, **invALid Pin** appears. Be sure your PIN is correct, then try again.

USING THE PHONE WITH HANDSFREE EQUIPMENT

Your phone is preprogrammed to work with most optional handsfree equipment in your vehicle that lets you automatically switch from handset to handsfree mode when you place the phone in the handsfree holder.

Some handsfree equipment might require you to turn off (mute) the phone's microphone when switching to handsfree, using the procedure described in "Using Mute" on Page 20. See the owner's manual provided with your handsfree equipment for more information, or contact your local RadioShack store for assistance.

USING A HEADSET

You can make or answer calls with handsfree convenience using an optional headset that has a $\frac{3}{32}$ -inch (2.5 mm) plug. We recommend RadioShack Cat. No. 43-194.

To connect the headset, insert the headset's plug into the headset jack on the side of the phone.

With a headset connected, you make calls as usual. You can answer a call simply by pressing any number key (**0-9**), **SND**, or **(VOL)**.

Notes:

- The headset's earpiece and microphone must be used when the headset is connected. Connecting a headset disconnects the phone's earpiece and microphone.

- You can connect or disconnect the headset without affecting a call in progress.
- **(VOL)** also controls the connected headset's volume (see "Adjusting the Volume" on Page 19).

USING TOUCH-TONE SERVICES

To use your cellular phone to control answering machines and special telephone services (such as bank-by-phone or voicemail), simply enter touch-tone commands using your phone's keypad after the service answers (and when prompted).

Or, you can store the service's command sequence in a memory location, then follow these steps after the service answers (for each sequence you want to send).

1. Recall the memory location that contains the command sequence.
2. Press **(RCL)** **(SND)**.

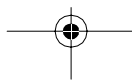
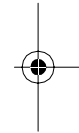
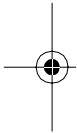
Adding a Pause

Some services, such as voicemail, require you to enter an access code then wait before entering additional digits. To include one or more pauses in a sequence when storing it in memory, press **(FCN)** **(SND)** so **o** appears, then press **(STO)**. The phone displays **o** wherever you insert a pause.

Note: If you do not press **(STO)** within 8 seconds, the display clears to conserve battery power. If this happens, simply press the key for the next digit you want to enter or store. The characters you previously entered appear along with the pause you just entered.



When you send a sequence with pauses stored in it, the phone stops at each place in the sequence where you entered a pause. To send the next group of numbers in the sequence, press **SND** again.





TROUBLESHOOTING



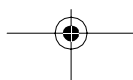
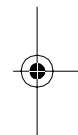
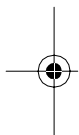
If the phone's power does not come on or stay on:

- Make sure the battery is properly installed and charged.
- Be sure the contacts on the battery are clean. If they are not, clean them with a soft cloth or pencil eraser.
- The battery charge might be too low for operation. Check the display and listen for the low battery warning tones.

If the power comes on, but the phone does not work:

- Make sure that the antenna is fully extended.
- Be sure you selected the correct cellular system type (see "Setting the Cellular System Type" on Page 46).
- Make sure that functions you might have previously selected (but forgotten) are not causing the phone to operate differently than you expect it to (see "Function Status Quick-Review" on Page 25).
- Check the display for error messages.

If you see an error message that is not covered in any section in this Owner's Manual, or if your phone does not seem to be operating properly, contact your local RadioShack store for assistance.



SAFETY INFORMATION

TRAFFIC SAFETY

- Do not use a handheld phone while driving a vehicle. If using a handheld phone, park the vehicle before taking or making a call.
- Always secure the phone in its holder; do not place the phone on the passenger seat or where it can break loose in a collision or sudden stop.
- Never install a phone alert device that operates your vehicle's lights or horn. This is illegal in most areas.

Remember, always put road safety first!

OPERATING ENVIRONMENT

- Remember to follow all special regulations and always turn off your phone whenever you are required to do so, or when it might cause interference or be dangerous.
- Any radio transmitting equipment, including cellular phones, might interfere with inadequately protected medical devices. Consult a physician or the manufacturer of the medical device if you have any questions. Other electronic equipment might also be subject to interference.
- As with other mobile radio transmitting equipment, for your safety, only use your phone in the normal operating position (held to your ear with the antenna pointing over your shoulder).
- Turn off the phone while getting gasoline (at a filling station). Observe restrictions on the use of radio equipment in fuel depots (fuel storage and distribution areas), chemical plants, or around blasting operations.

- Do not store or carry flammable liquids, gases, or explosive materials in the same compartment as a cellular phone or any of its parts or accessories.
- Only qualified personnel should install or service the phone in a vehicle. Faulty installation or service might be dangerous and could invalidate the phone's warranty.
- Electronic fuel injection systems, electronic anti-lock braking systems, electronic cruise control systems, and other electronic systems can malfunction due to the lack of protection from radio signals. Check regularly that all cellular phone equipment in your vehicle is mounted and operating properly.
- Turn off your cellular phone when in an aircraft. The use of cellular phones in an aircraft might be dangerous to the operation of the aircraft, disrupt cellular networks, and is illegal.

Failure to observe these instructions could lead to suspension or denial of cellular telephone services, legal action, or both.

EMERGENCY CALLS

IMPORTANT! This phone, like any cellular phone, operates using radio signals, cellular, and land-line networks, as well as user-programmed functions. These factors make it impossible to guarantee connection in all conditions. Therefore, you should never rely solely upon any cellular phone for essential communications (such as medical emergencies).

Remember, to make or receive any calls, the phone must be turned on and in a service area with adequate cellular signal strength.

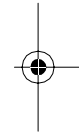
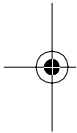


You might not be able to make emergency calls on all cellular phone networks or when certain network services or phone features are set. Check with your local service providers.

FCC REGULATIONS

A cellular phone might cause TV or radio interference, even when it is operating properly. The FCC can require you to stop using your cellular phone if you cannot eliminate the interference. If you need assistance, contact your local RadioShack store.

This device complies with Part 15 of the *FCC Rules*. Operation is subject to the condition that this device does not cause harmful interference.



CARE AND MAINTENANCE

Your RadioShack CT-503 Handheld Flip-Style Cellular Telephone with Headset Jack is an example of superior design and craftsmanship. The following suggestions will help you care for your phone so you can enjoy it for years.

- Keep the phone and all of its parts and accessories out of the reach of children.
- Keep the phone dry. Liquids might contain minerals that corrode electronic circuits.
- Do not use or store the phone in dusty, dirty areas. its moving parts can be damaged.
- Do not store the phone in hot areas. Temperature extremes can shorten the life of electronic devices, damage batteries, and warp or melt plastic parts.
- Do not store the phone in cold areas. When the phone warms up (to its normal operating temperature), moisture can form inside the phone, which could damage the phone's electronic circuits.
- Do not drop, knock, or shake the phone. Rough handling can break internal circuit boards.
- Wipe the phone with a damp cloth occasionally to keep it looking new. Do not use harsh chemicals, cleaning solvents, or strong detergents to clean your phone.

Modifying or tampering with the phone's internal components can cause a malfunction and invalidate your phone's warranty and void your FCC authorization to operate it. If your phone is not performing as it should, take it to your local RadioShack store for assistance.

SPECIFICATIONS

Dimensions	5 ⁵ / ₈ × 2 ³ / ₈ × 1 ¹ / ₂ Inches
Weight (with Supplied Battery)	9.6 oz (272 g)
Transmitting Power	0.6W + 2dB – 4dB
Operating Voltage	μ5.2–7.5 DC
Internal Battery	6.0V DC
Input to AC Charger	120V AC
Frequency Band	824–849 MHz (TX) 869–894 MHz (RX)

Specifications are typical; individual units might vary. Specifications are subject to change and improvement without notice.

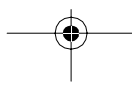
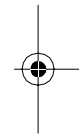
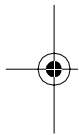
PATENT INFORMATION

This phone is manufactured under one or more of the following U.S. patents.

4121218	4617520	D295975	4965537	D327061	5261119
4124879	D286778	4751737	4972355	5128834	5262710
4127824	4626309	D296187	4972432	D328302	5263052
4128740	4628529	4761621	4972455	5142551	5276707
4138681	4629829	4764737	4975808	5142696	5278994
4193036	4630304	D297734	4984290	5146620	D343173
4254382	4630305	D297735	D314173	5148471	5280637
4302845	4633141	4777564	D315330	5148473	D344087
4312074	4636593	Re32768	D315346	5148961	5287553
4327319	4636741	D299136	D315543	5150359	5287555
4329666	D288432	4797929	D315559	5150384	5287556
4369516	4648125	4798975	D315565	5152006	D344511
4369522	4649543	4800348	5004992	5157693	5301365
4378603	D288683	4802236	D315907	5163159	5321847
4390963	4654655	4809356	5008925	5164652	D348880
D269873	D289156	4811377	D316417	5166596	5349588
4389265	4662691	4811404	D316859	5175759	5359696
4400584	4667333	4827226	5017856	5175874	5361400



4400585	4668917	4827507	5018188	D332261	5363071
D270835	4670747	4829274	5020091	5182749	5365549
D271491	4672502	4837534	5020092	D332785	D352497
Re31470	4680787	D301476	5020093	5185566	5366826
4431977	4681476	4843621	5028083	5187809	5375143
4434461	4683585	4845772	5028859	5193223	5375258
4455534	4692726	D302015	5029044	5195106	5379324
4462098	4704588	4851966	5029233	5195108	D354055
D275951	D292578	4868576	5031028	5201069	D354062
4484153	4706036	4870686	5036532	5204977	5384825
4485486	D292920	D303656	5053924	5210793	D356084
4486624	4710724	4876552	5057762	5214675	5402447
D276809	4711361	4879533	D320780	5222104	5406146
4491972	4715063	D305427	5059885	5222251	5406562
D277667	4716319	4896124	5060294	D337332	D357224
4504834	4716391	4897873	D322783	5230007	D357457
D278708	4723305	D305717	D322955	5230093	5410741
4523155	D294257	4904549	5081674	5233633	D357680
4546329	4727306	4905288	5083304	5235492	D357681
4550426	4727583	4905301	D324024	5237257	5428836
4551696	4730195	D306293	D324388	5239127	D359734
4564821	4734635	D306441	5095503	5241545	D359735
D282169	4736277	D306594	D325028	5241548	D359959
4571595	4737976	4912602	D325583	5241650	5432017
4573017	4740794	4918732	5109536	5241693	D360632
4574243	4741018	4922178	D325915	5242767	5438684
4585957	4741034	4945570	5113436	D339582	
4602218	4742562	4954796	5117450	5249302	
D284759	D295627	4959851	5121047	5251331	
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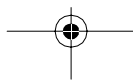
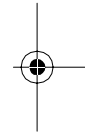
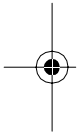
DISPLAY MESSAGE GLOSSARY

Message	Description	See Page(s)
'	(Apostrophe) Memory scrolling active	33
o	Shows a pause stored in memory	52
Auto Ansr	Automatic answer	28
Auto Lock	Automatic lock	37
A1	Two-system operation; non-wireline system is active, using phone number 1	45
A2	Two-system operation; non-wireline system is active, using phone number 2	45
b1	Two-system operation; wireline system is active, using phone number 1	45
b2	Two-system operation; wireline system is active, using phone number 2	45
CALL	Call now being, or was previously, received	18
ChAnGE?	Memory prompt to caution before overwriting previously stored information	31
ChAnGEd to	Appears when you change the preset lock code	38
EMr9CY	Emergency call in progress (using <input type="text" value="1"/>)	20
EMr9CY Call	Emergency dialing display status	29
FULL	Requested memory is full	31
HOME	Home system-type selected	47

Message	Description	See Page(s)
SERVICE LEVEL 1 or 4	Service restriction level currently selected	39
LocCode	Appears before lock code	38
Loc'd	Phone is locked	36
Lo bAt	Battery power is low	13
MUTE	Microphone is turned off	20
on	Briefly appears when display is clear	15
OnEMIn tMr	Call-time reminder tone	27
Pin Active or inActiv	PIN dialing function enabled or disabled	50
P SCAN	Specific cellular ID required (system-type selected)	47
rEdiAL	Automatic redial in progress	22
rEMIn dMSg	Message reminder tones	30
SCAN A	Non-wireline A system-type selected	47
SCAN Ab	A then B scan system-type selected	47
SCAN b	Wireline B scan system-type selected	47
SCAN bA	B then A scan system-type selected	47
Std Ab	Standard non-wireline system-type selected	47
Std bA	Standard wireline system-type selected	47



NOTES



Limited One-Year Warranty

This product is warranted by RadioShack against manufacturing defects in material and workmanship under normal use for one (1) year from the date of purchase from RadioShack company-owned stores and authorized RadioShack franchisees and dealers. EXCEPT AS PROVIDED HEREIN, RadioShack MAKES NO EXPRESS WARRANTIES AND ANY IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED IN DURATION TO THE DURATION OF THE WRITTEN LIMITED WARRANTIES CONTAINED HEREIN. EXCEPT AS PROVIDED HEREIN, RadioShack SHALL HAVE NO LIABILITY OR RESPONSIBILITY TO CUSTOMER OR ANY OTHER PERSON OR ENTITY WITH RESPECT TO ANY LIABILITY, LOSS OR DAMAGE CAUSED DIRECTLY OR INDIRECTLY BY USE OR PERFORMANCE OF THE PRODUCT OR ARISING OUT OF ANY BREACH OF THIS WARRANTY, INCLUDING, BUT NOT LIMITED TO, ANY DAMAGES RESULTING FROM INCONVENIENCE, LOSS OF TIME, DATA, PROPERTY, REVENUE, OR PROFIT OR ANY INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES, EVEN IF RadioShack HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

Some states do not allow the limitations on how long an implied warranty lasts or the exclusion of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

In the event of a product defect during the warranty period, take the product and the RadioShack sales receipt as proof of purchase date to any RadioShack store. RadioShack will, at its option, unless otherwise provided by law: (a) correct the defect by product repair without charge for parts and labor; (b) replace the product with one of the same or similar design; or (c) refund the purchase price. All replaced parts and products, and products on which a refund is made, become the property of RadioShack. New or reconditioned parts and products may be used in the performance of warranty service. Repaired or replaced parts and products are warranted for the remainder of the original warranty period. You will be charged for repair or replacement of the product made after the expiration of the warranty period.

This warranty does not cover: (a) damage or failure caused by or attributable to acts of God, abuse, accident, misuse, improper or abnormal usage, failure to follow instructions, improper installation or maintenance, alteration, lightning or other incidence of excess voltage or current; (b) any repairs other than those provided by a RadioShack Authorized Service Facility; (c) consumables such as fuses or batteries; (d) cosmetic damage; (e) transportation, shipping or insurance costs; or (f) costs of product removal, installation, set-up service adjustment or reinstallation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

RadioShack Customer Relations, Dept. W, 100 Throckmorton St., Suite 600,
Fort Worth, TX 76102

We Service What We Sell

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